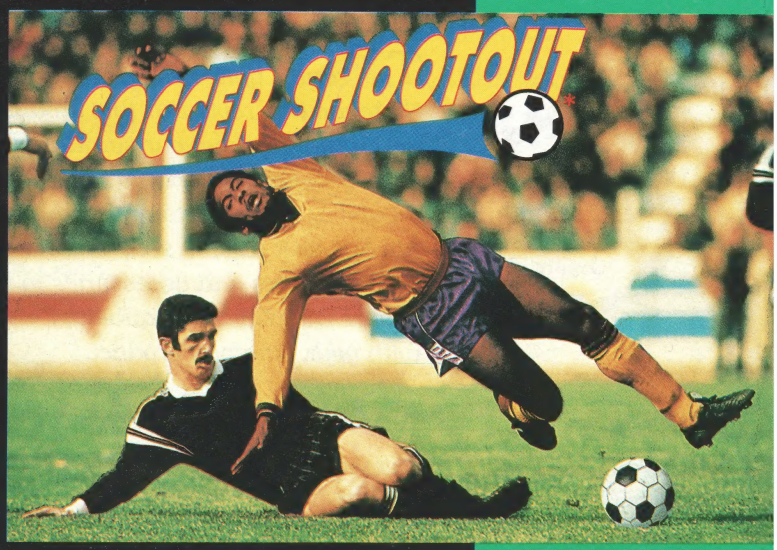
SNSP-JL-AUS



INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

TABLE OF CONTENTS

Table of Contents 3
Soccer Shootout 4
Quick Controls 5-8
Getting Started 9
Mode Selection 10-11
Exhibition 12-13
Main Game 14-15
Passwords 16
All-Stars 17
Penalty Kick Mode (PK) 18
Indoor Soccer 19
Training Mode 20
Player Controls 21-25
Multi-player Match 26
Strategy Set-up 27-28
Substitutions 29
Fouls 30
Game Tips 31
Team Rankings & Rosters 32-33

SOCCER SHOOTOUT

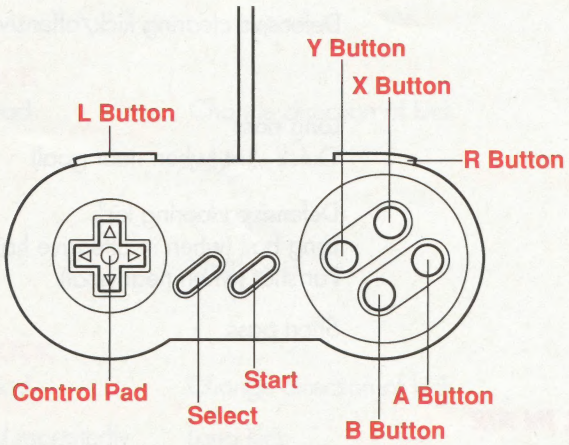
The chanting and singing begins even before the teams take the field. Colored flags wave and confetti flies throughout the stands as nearly 100,000 eager fans rumble into the stadium to urge their team toward the championship. Soccer excitement in the air sets the stage for the showdown on the field.

There is nothing more awe-inspiring in the world of sports than to look down from the packed stands of an international soccer match and see a beautiful give-and-go pass into the penalty area or an overlapping winger send a perfect cross toward the head of a teammate. This is what soccer is all about: thousands of screaming fans, chemistry flowing between the players, exciting ball movement and soccer balls in the back of the net. Soccer is the most popular international sport; played by even more people worldwide than compete in Olympic events.

And now it's game day. Twelve of the world's best soccer nations have arrived to do battle between the goal posts. The players, the fans, the coaches all have one goal: to be victorious when that final whistle blows. So lace up your boots, get out on the pitch and warm up because the big Soccer Shootout is about to begin!

QUICK CONTROLS

Use this quick guide to begin your Soccer Shootout game immediately. For a more in depth description of controls, see Player Controls on pages 21-25.



KICK OFF

A or B	Kick

WITHOUT BALL

A	Defensive kick Header (see BALL IN AIR)
B	Slide tackle Diving header/diving kick/scissors kick (see BALL IN AIR)
Y	Shoulder tackle

QUICK CONTROLS CONT.

WITH BALL

Control pad	Move player with ball; change direction of kick
A	Defensive clearing kick/offensive cross
B	Long pass Quick shot (when near goal)
X	Defensive clearing kick Long ball (when in offensive half) Far shot (when near goal)
Y	Short pass

BALL IN AIR

A	Header (in direction of control pad)
B	Diving header/kick (depends on position)

GOALKEEPER

Control pad	Change direction of kick
Control pad forward + A	Long kick
A	Medium kick
B	Short kick

QUICK CONTROLS CONT.

CORNER KICK/THROW-IN

Control pad	Change direction of kick or throw
A	Kick or throw

FREE KICK

Control pad	Change direction of kick
A	Long kick
B	Long pass
Y	Short pass

GOAL KICK

Control pad	Change direction of kick
A pressed repeatedly	Long kick
A pressed once	Medium Kick

PENALTY SHOT

Control pad	Change direction of shot
A	Shoot ball

QUICK CONTROLS CONT.

PENALTY KICK MODE

Player controls

Control pad	Change direction of shot
Control pad +X	Fake out goaltender before shot
A	Hard shot
B	Medium shot
Y	Weak shot

GOALTENDER CONTROLS

Control pad	Choose direction of dive
A or B	Make a save

GETTING STARTED

1. Insert your Soccer Shootout Game Pak into your Super Nintendo Entertainment System. Turn the power on.

2. Press the Start button to advance to the MODE SELECT screen. Press the control pad to highlight a game mode. Press the A button or the Start button to select a mode. Scout the following sections for more details on each mode.

MODE SELECTION

This guide will give you a basic understanding of the different ways to play Soccer Shootout. Each mode of play is described in further detail throughout this instruction manual.

EXHIBITION

In Exhibition mode you may play a single game against the computer or with up to four players with Super NES adapter for 5 players (see pages 12-13.).If you prefer to watch a match to learn strategies used by the computer select CP. vs. CP.

MAIN GAME

This mode of play allows you to choose from the 12 international teams and play a 22 or 44 game season against the computer. You can have one or two player teams, with the maximum being 4 one-player teams or 2 two-player teams. You may also create a combination of one and two player teams. For more on how to select your teams in MAIN GAME see pages 14-15.

ALL-STARS

Every international team in Soccer Shootout has those special players who excel game in and game out. To recognize these players you may play an exciting exhibition All-Star game where you can select which players make it onto the teams.

You can choose from two set All-Star squads or select a team made up of players randomly selected from all the teams.

MODE SELECTION CONT.

PENALTY KICKS (PK)

Whenever a match ends in a tie, the two teams will go into a penalty kick shootout. The teams select 5 shooters and then alternate taking one-on-one shots against the opposing goaltender from the penalty spot. The team with the most goals scored after the 5 rounds wins the game. Should it continue to be tied after 5 rounds, the teams enter a sudden death shootout. The first team to take a 1-0 lead with equal shots taken wins.

The PK Mode allows up to four players to practice taking penalty kicks for use later in a match. You may also participate in a one-player tournament where you choose a team and compete against all the other teams for the trophy.

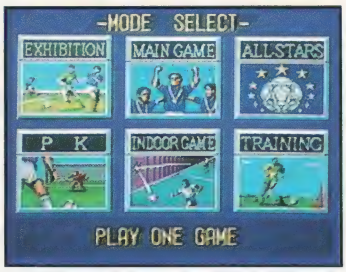
INDOOR SOCCER

Soccer Shootout also enables you to compete at a game of indoor soccer, where the playing field is surrounded by walls. This changes the strategy of game play considerably because the field is smaller, there are only eight players per team and the ball bounces off the side walls and never leaves the playing field. It's indoor soccer excitement at its finest.

TRAINING

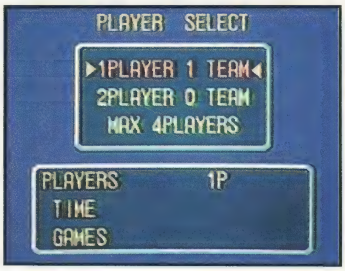
Soccer is a sport of extreme skill where quickness and strength are necessities. To help build your skill in Soccer Shootout try the Skills Challenge and shoot for the top score! Five different types of training drills used by real soccer teams to hone abilities should give you adequate training for the rigors of international competition. Practice dribbling between cones, test your accuracy with shots, corner kicks and free kicks while building your defensive skills with the two-on-one slide tackle drill.

EXHIBITION



To play a single exhibition match, use the control pad or the SELECT button to highlight EXHIBITION from the MODE SELECT screen. Press the A button or START to choose this mode.

Next select the type of game you would like to play by pressing the control pad up or down or use the SELECT button. Press the A button or START button when you have decided which type of game you want to play.



You can play a two-player game {1P VS 2P} or {1P 2P VS CP}, a one-player game {1P VS CP}, a three-player game {1P 2P VS 3P} or a four-player game {1P 2P VS 3P 4P}. For multiple-player games you must use Super NES adapter for 5 players.

Now select the length of each half between 3, 5 or 10 minutes and choose between two different stadiums to play in. Each stadium has a different grass surface which affects the speed of the ball.

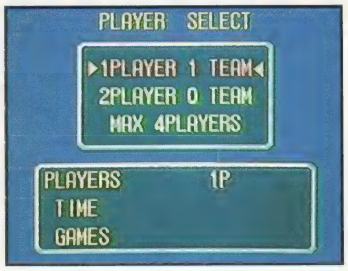
After you have selected the three aspects of your EXHIBITION match, a final check will appear. This is your final chance to change any of these aspects before playing the game. Before you reach the Final Check you may take a step back at any point by pressing the B button. Should you not require any changes, select YES at the final check.

EXHIBITION CONT.

The flags of the twelve nations will then appear for you to select. Choose the team you would like to use. As you move the cursor from flag to flag, the name of the country will appear at the bottom of the screen.

Next the player and team set-up screens appear. For detailed description on these areas see Strategy Set-up on pages 27-28.

MAIN GAME



The Main Game mode is the tournament feature in Soccer Shootout where you can play a 22- or 44-game season. After selecting this mode, you will be asked to start a NEW GAME or continue a game from a PASSWORD. If you are starting a NEW GAME, the team select screen appears. Here you can select the number of one-player or two-player teams from the maximum of four players. Select one-player teams first. With the yellow arrows highlighting 1 PLAYER 0 TEAM, press left or right on the control pad to change the number of one-player teams. For example, if you change 0 TEAM to 3 TEAM this means there will be 3 one-player teams competing in the season. Thus, at the bottom of the select screen you will see 1P 2P 3P. Two-player teams will appear as 1-2P or 3-4P, respectively.

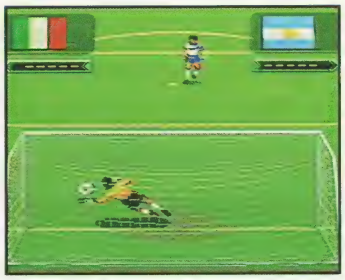
Press the control pad down to select the number of two-player teams. When you have selected a number of one-player teams it affects the number of two-player teams you may select. For example, if you have 1 or 2 one-player teams, the most two-player teams you may select is 1. If you have no one-player teams, you may select up to 2 two-player teams.

After selecting the number of teams for the season, select the time for each half throughout the campaign. Then, for a short tournament select 22 games or for a long tournament select 44 games. After a full round of 6 games has been completed, you may save your progress with a password. See the section on PASSWORDS for more information.

MAIN GAME CONT.

As in the EXHIBITION mode the B button will take you back one step, but once you select YES at the Final Check your Main Game is set unless you hit RESET. Next select your team or teams for the season. The schedule for the 1st stage will appear automatically, and the first game of the round will lightly flash. If the game involves two teams you did not select you have the opportunity to watch the demo of the game or just to see the final score. Press the control left or right to choose "YES" or "NO" to signify whether you want to WATCH THIS GAME.

PENALTY KICK MODE (PK)



An exciting side game in Soccer Shootout, the PK mode lets you take some pot shots at a helpless opposing goalkeeper. But shooting penalty shots is a game of outsmarting the opponent and also a game of chance. So, that poor goalkeeper may be victorious more often than you think.

There are two modes of play in PK. EXHIBITION allows to play a single penalty kick match in the same manner as a full match. An initial round will be played with five shooters per team, and if the teams are tied after that round they will enter into a sudden death shootout. The first team to take a 1-0 lead with equal shots taken wins the match.

After selecting a team, you first select your goalkeeper. The goalkeeper you chose will have a star appear by his name. Now select nine players from your team to take penalty shots. The order you select the players determines when the player shoots, so choose your first five shooters carefully.

The second mode of play is the TOURNAMENT. This is the same as EXHIBITION except that TOURNAMENT is a one-player only game where you match up a single team against all the other teams. Once you win a round, the final score will be presented with the shooting percentage and save percentage of each team. Press A, B or START to return to the Team Select screen and you can choose your next opponent. Should you lose a round in the TOURNAMENT, you will be asked to continue the game or end. Select YES to continue. You will then return to the Team Select screen and you may challenge any opponent you have not beaten before. The more times you use a "continue" the lower your score will be when you finally win the tournament.

Refer to Player Controls for a description of controls in the PK mode.

INDOOR SOCCER

For a fast, non-stop thrill try a game of indoor soccer where the ball never stops moving. The smaller playing field is surrounded by walls, and no matter how far up in the air the ball hits the wall it will bounce back into play. When it bounces be aware of where it will land because it could lead to a dangerous scoring opportunity.

The set-up for indoor soccer is the same as the EXHIBITION mode for the original, outdoor version of Soccer Shootout. Once you arrive at the player select screen, you may select only seven players plus a goalkeeper to represent your team on the indoor field. Select your players carefully. For more detailed information on how to select players, see Strategy Set-up on pages 27-28.

TRAINING MODE

Soccer Shootout is a soccer game that requires skillful player control in order to be successful. And, as in real life soccer, defensive and offensive strategies are a must in order to win. This is the basis for the TRAINING Mode. While you are scored on your performance in five different drills, it is important to understand that the real purpose for this TRAINING Mode is to get a realistic feel for the game of soccer and to improve your skill so you can enjoy Soccer Shootout even more.

The TRAINING Mode is a one-player mode of play where you drill yourself in dribbling, shooting, corner kicks, free kicks and slide tackles. Look to the text above the scorecard for explanations of the drill and then for your ratings in each drill.

PLAYER CONTROLS

You always control the player closest to the ball. The computer will switch players for you automatically. When playing a multi-player match, the player you control will have a colored arrow above his head with the control pad number you are using.

With the Ball

Use the control pad to move your player with the ball, then pass to a teammate with either the B or Y button. The Y button will send a precise, short pass to the player and the B button will send a long pass in the direction of the player. B button passes are more difficult to connect perfectly as many passes will go beyond the intended player.

To shoot the ball, press the X button or the B button and redirect the shot with the control pad. Use the X button when you are far from the goal and the B button when you are near the goal.

The A button has two functions. When controlling the ball in your defensive zone, the A button will clear the ball out of danger in the direction pressed on the control pad. The X button will kick the ball in a similar fashion. While in your attacking half of the field, the A button will send a long cross toward the goal.

Without the Ball

There are many defensive moves you can perform to try and steal the ball from your opponent or to block a pass or shot. The A button will kick at your opponent's feet, which will either block a pass or shot or will knock the ball off his feet and allow a teammate or your player to grab possession.

As an opponent moves the ball toward you, press toward the opponent and the B button to perform a slide tackle to knock

the ball away. Pressing the Y button instead of the B button will perform a shoulder tackle to knock the opponent to the turf.

Ball in Air

While the ball is in the air and heading toward one of your players, press toward the ball and the A button. If your player is lined up correctly with the ball the player will hit the ball with his head in the direction you press the control pad.

You can also do diving headers, diving kicks or scissors kicks by pressing toward the ball and the B button. Change the direction of the ball with the control pad. Depending on the position of your player and the ball, your player will either perform a diving header, a diving kick or a scissors kick.

One-timers are quick passes made by the player who receives a pass from a teammate. When you pass the ball to another player, quickly press the same button again and use the control pad to direct where the one-timer will go. One-timers are a great way to spring a teammate into open space.

Goalkeeper

The goalkeeper is completely computer controlled until he grabs the ball or performs a goal kick. When the goalkeeper makes a save and holds onto the ball, you can actually see him point to his players downfield. The direction he points to is where he will kick the ball. For a long kick downfield press the control pad toward the

PLAYER CONTROLS CONT.

other side of the field and press the A button. For a medium kick downfield, press the control pad to change the direction your goalkeeper points then just press the A button. For a short kick, use the control pad to change the direction and press the B button.

If you do not kick the ball after a few seconds, the computer will automatically kick the ball back into play. For goal kicks, see the following page.

Corner Kick & Throw-in

While quite different in how they are performed in real soccer, corner kicks and throw-ins are done the same way in Soccer Shootout. A series of dots in a line emanate from the player about to put the ball back in play. Use the control pad to adjust the direction of these dots. Then press the A button to kick or throw the ball, respectively, in the direction of the dots. After the ball has been played, use the control pad to put a slight spin on the ball so it may curve and miss an opponent and reach a teammate.

PLAYER CONTROLS CONT.

Free Kick

Free kicks are similar to corner kicks and are called by the on-field referee. Adjust the direction the line of dots point then press the A button for a long, lob kick, the B button to send a long pass to a teammate or use the Y button for a short pass.

For more on how fouls and free kicks are called, see the Fouls section on page 30.

Goal Kick

Goal kicks occur when the offensive team touches the ball last when it crosses the endline, which runs from one corner to the other across the front of the goal. The goalkeeper always performs the goal kick. Use the control pad to adjust the line of dots which will change the direction of the kick. After choosing a direction, press the A button repeatedly for a long kick downfield. For a medium kick, just press the A button once.

Penalty Shot

When a foul is committed by the defensive team in their own penalty area, the referee will award a penalty shot to the offensive team. A single player has a one-on-one shot on goal against only

the goalkeeper. If he scores, it counts as a goal. To shoot the ball, press the control pad to change the direction of the shot and the A button. The goalkeeper will automatically attempt to make the save.

Penalty Kick Mode

The controls for the PK Mode are completely different than when a penalty shot is called during an actual game. To fake out the goaltender before the shot, hold down the X button and press the control pad in any direction. You will see the player move his shoulder or arm to try and distract the goalkeeper. To shoot the ball press and hold the control pad in the direction where you want the shot to go:

Then press the A button for a hard shot, the B button for a medium strength shot and the Y button for a weak shot.

To control the goalkeeper and try to make the save press and hold the control pad in the direction you want to dive for the save. Then press the A or B button to dive for the ball. To jump straight up to make the save, press the control pad up and press the A or B button. To crouch straight down for a save, press the control pad down and press the A or B button.

MULTI-PLAYER MATCH

Up to 4 players can battle it out in Soccer Shootout. To play with 4 players, connect Super NES adapter for 5 players to your Super Nintendo Entertainment System as outlined in the adapter's instruction manual.

From the PLAYER SELECT screen in the EXHIBITION, ALL-STAR or INDOOR SOCCER modes, choose either 1P 2P VS 3P or 1P 2P VS 3P 4P to play a multi-player game. The player each person controls will have a colored arrow with the respective player number on it. All other control functions are identical to the one- or two-player modes.

STRATEGY SET-UP

After you select your team you need to choose your reserve players and set your team formation. From the entire list of 20 players per team, you have 16 total players available to you for any one match. First you need to select which 4 players will not suit up for the match at hand. Press the control pad up or down to flip through the list of your players. When you want to "scratch" a player from your lineup for the match, highlight the player and press the START button or the A button. The player selected will be darkened out. If you change your mind after you have selected a player, use the B button. Once four players have been selected, the cursor will move above the list and the word "OK" will flash. Press the START button or the A button if you are finished selecting your lineup scratches, or press the control pad up or down to make a change.

Next you can adjust the formation of your team. This will create a preset form for where each of your team's 11 players will play throughout the game. Press the control pad left or right to show the options available in selecting a formation. There are nine preset formations: 4-4-2, 3-5-2, 3-4-3, SWEEPER, 4-3-3, 4-5-1, 1-3-3-3 and 4-2-4. The first number means how many defensive players, the second number means how many midfield players and the last number means the number of strikers (attackers). The 1-3-3-3 formation is a 3-3-3 formation with an extra defensive player. The SWEEPER formation is similar, with

STRATEGY SET-UP CONT.

a 3-4-2 form and the "sweeper" player near the goal to sweep the ball out of danger. The PRESET formation is the default formation and varies from team to team.

The POSITION formation allows you to adjust the formation of your players in any way you like. Press the A button when POSITION is highlighted and a small blue arrow will appear on the field diagram below the list of players. Use the control pad to move the arrow from each square on the field grid. Put the arrow on a black circle with a number on it, press the A button and the black circle will turn blue. This circle represents the corresponding player with the same number in the player list. Now move the arrow to another grid square where you would like the player to play and press the A button again. The circle will move to where you had the arrow. When you have finished, press the START or the B button. Then press the A button or the START button to start the game. You will then be asked if you are finished, so select YES to start the game and NO to make more changes.

SUBSTITUTIONS

Substitutions can be performed from the Strategy Set-up or while playing the game. After selecting which players to scratch from your starting lineup, the Strategy Set-up screen will appear. Instead of pressing the control pad left or right to select your team formation, press the control pad down and a player will be highlighted. If you want to substitute another player for the one highlighted, press the A button. The player selected will flash, and another player will be highlighted. Press the control pad up or down to select which player you would like to substitute and press the A button again. Use the START button or the B button when you are finished. Note: When substituting a goalkeeper, the only other player who may play goalkeeper has a small hand icon next to his name.

While playing the game, you may make a substitution only when the ball has left the playing field and your team controls the throw-in, goal kick or corner kick. You must press the START button immediately after the ball leaves the playing field. Once you hear the referee's whistle for the ball being out of play, press the START button and you will be asked if you want to MODIFY your team. Select YES to make a substitution or NO to continue the game.

When a foul is committed, you may automatically substitute or change formations. If your player is booked, you may want to substitute another player. For more on fouls and bookings, see the following section.

FOULS

In real soccer and also in Soccer Shootout you cannot deliberately push a player off the ball to gain possession. If the referee catches you doing this he may blow the whistle and call a foul. He will immediately view a replay of the foul in question, and will then make a decision whether or not the foul was flagrant enough to issue a warning card. A free kick is then awarded to the team whose player was fouled.

Warning cards come in two colors: yellow or red. If the foul is flagrant, the referee may issue the offending player a yellow card. The yellow card is just a warning to the player. The player's name is written into the book and a yellow card icon will appear next to his name. Should a player receive two yellow cards in one game, it will automatically become a red card. Yet a single foul may be deemed extremely flagrant and a red card may be issued immediately without the yellow card warning. A red card sends the player off the field and to the showers early. A red-carded player may not substituted, and his team must then play short-handed for the rest of the match.

Fouls will only be called if a slide tackle or a shoulder tackle is used, so to avoid getting called for fouls limit your use of tackles.

GAME TIPS

Building skills in soccer is an on-going task for soccer players and coaches alike, but here are some basic tips to become better at Soccer Shootout.

- When setting up your team and formation, decide what style of play you want to uphold and then choose which players you will scratch or start. Refer to the rosters for more helpful information.
- Use the POSITION function to set up your formation. The preset formations are rigid, while the POSITION allows you to set up an all-out defend or an all-out attack formation when the situation calls for extreme pressure.
- Do not rely on the slide tackle to steal the ball from an opponent since fouls will be called frequently. Stay on your feet and get into a better defensive position. Try kicking the ball away, or if you pressure your opponent enough you may force a bad pass.
- Concentrate on anticipating where the ball will go. Many quick attacking situations are created by diving headers, diving kicks or scissors kicks to open players.
- On free kicks and corner kicks, you can curve the ball by using the control pad. This may help to find the open man.
- Use the A button as a cross when you are near the goal. The defense may be covering you and not your teammate in front of the net.
- Since two yellow cards will send a player off the field, try substituting a player with a yellow card to ensure your team is at full-strength.

TEAM RANKINGS & ROSTERS

Here are the rosters for each team with the players' primary positions. The teams are listed in order from best to worst in team speed, goal keeping, passing and shot accuracy.

1.GERMANY

1.	Kuproe	GK
2.	Matthew	D
3.	Krote	D
4.	Schotz	D
5.	Arturs	M
6.	Zigler	D
7.	Hauslehof	M
8.	Mueffler	F
9.	Klink	F
10.	Riddle	M
11.	Feiner	F

Reserves

12.	Helmut D	
13.	Strasser	M
14.	Brede	M
15.	Kirkstien	M
16.	Isner	GK
17.	Jourgenson	F
18.	Klaus	F
19.	Hilsen	F
20.	Kilmer	F

2.ITALY

1.	Pagaini	GK
2.	Belsario	D
3.	Maligno	M
4.	Costa	D
5.	Morici	M
6.	Gavric	D
7.	Coppa	M
8.	Donatelli	M
9.	Bonigno	F
10.	Sotini	M
11.	Caligari	F

Reserves

12.	Panetta	D
13.	Bertino	M
14.	Iaggo	M
15.	Moricone	F
16.	Marchetti	GK
17.	Maldina	F
18.	Escobar	F
19.	Collecion	F
20.	Rafael	D

3.BRAZIL

1.	Taffe	GK
2.	Jorge	D
3.	Mocha	M
4.	Simi	D
5.	Bono	D
6.	Silvera (Sweeper)	D
7.	Rae	F
8.	Jenga	M
9.	Zinke	M
10.	Tobet	M
11.	Mario	F

Reserves

12.	Kauff	D
13.	Santa	D
14.	Miller	D
15.	Eviad	D
16.	Zettel	GK
17.	Donizi	F
18.	Padovan	F
19.	Quilla	F
20.	Zanagosa	F

4.ARGENTINA

1.	Goya	GK
2.	Shamor	D
3.	Rougge	D
4.	Vasti	D
5.	MacAllen	M
6.	Dondao	D
7.	Beretz	M
8.	Simon	M
9.	Primo	F
10.	Batiste	M
11.	Bilbo	F

Reserves

12.	Borland	D
13.	Caracas	D
14.	Aldo	M
15.	Zarada	M
16.	Islang	GK
17.	Arreu	F
18.	Vinilli	F
19.	Lanoni	F
20.	Pambid	F

5.RUSSIA

1.	Chezov	GK
2.	Volkov	D
3.	Onofrio	D
4.	Gortav	D
5.	Ivana	M
6.	Kanchespel	M
7.	Lyvano	M
8.	Shalito (sweeper)	D
9.	Drovolski	F
10.	Yorik	M
11.	Kimikov	F

Reserves

12.	Forov	D
13.	Klestin	D
14.	Patiski	M
15.	Poporov	M
16.	Karin	GK
17.	Nazarov	F
18.	Bergin	F
19.	Rieflin	F
20.	Zell	F

6.SPAIN

1.	Zarrecha	GK
2.	Miguel	D
3.	Alcoa	D
4.	Gliner	D
5.	Nagel	D
6.	Cabisas	M
7.	Tierra	M
8.	Rabero	M
9.	Pulido	F
10.	Sampras	F
11.	Gochendo	F

Reserves

12.	Antonio	D
13.	Emilio	D
14.	Salcedo	M
15.	Josep	M
16.	Tabares	GK
17.	Gargiola	M
18.	Moreno	F
19.	Carreras	F
20.	Rodriguez	F

TEAM RANKINGS & ROSTERS CONT.

7.MEXICO

1.	Campale	GK
2.	Ortiz	D
3.	Mirez	D
4.	Morela	D
5.	Juarez	D
6.	Enterrez	M
7.	Parinho	M
8.	Morales	M
9.	Pana	F
10.	Cisco	M
11.	Balboa	F

Reserves

12.	Escalante	D
13.	Gabriel	D
14.	Estevez	D
15.	Olmos	M
16.	Guerra	GK
17.	Gomez	F
18.	Chavez	F
19.	Guaymas	F
20.	Eduardo	F

8.HOLLAND

1.	Joseph	GK
2.	Koynam	D
3.	De Betts	D
4.	De Volt	D
5.	Sutter	D
6.	Rutger	M
7.	Poe	M
8.	Ouver	M
9.	Hutch	M
10.	Van Bern	F
11.	Gold	F

Reserves

12.	Von Tropp	D
13.	Hoek	D
14.	Autumn	M
15.	Monk	M
16.	Scheider	GK
17.	Boswort	F
18.	Bergdorf	F
19.	De Woot	F
20.	Voy	F

9.GREAT BRITAIN

1.	Tresidder	GK
2.	Sheer	D
3.	Steen	D
4.	Poppins	D
5.	Patrick	D
6.	Smith	M
7.	Reed	M
8.	Coffey	M
9.	Cantor	F
10.	Hector	F
11.	Wreath	F

Reserves

12.	Burns	D
13.	Fouts	D
14.	Atkins	D
15.	Grant	M
16.	Patten	GK
17.	Jess	M
18.	Craig	F
19.	Aldridge	F
20.	Eaton	F

10.FRANCE

1.	Xavier	GK
2.	Picard	D
3.	Croche	D
4.	Tinhi	D
5.	Libre	M
6.	Defebvre	D
7.	Dutron	M
8.	Youri	M
9.	Lala	F
10.	Regina	M
11.	Cox	F

Reserves

12.	Chering	D
13.	Wilma	D
14.	Medina	D
15.	Emmens	M
16.	Falkin	GK
17.	Niles	M
18.	Alberto	M
19.	Ronneta	F
20.	LeVay	F

11.UNITED STATES OF AMERICA

1.	Mendoza	GK
2.	Bally	D
3.	Tomas	D
4.	Park	D
5.	Diego	D
6.	Randle	M
7.	Rosaro	F
8.	Laflora	M
9.	Winona	F
10.	Weathers	M
11.	James	F

Reserves

12.	Neil	D
13.	Alexander	D
14.	Cooley	D
15.	Blue	D
16.	Fredericks	GK
17.	Smalling	M
18.	Scobel	M
19.	Todd	F
20.	Wenders	F

12.CAMEROON

1.	Bella	GK
2.	Ackeem	D
3.	Nade	D
4.	Waters	D
5.	Zomba	D
6.	Mbooto	M
7.	Pascal	M
8.	Poe	M
9.	Hembre	F
10.	Tatami	F
11.	Oyoik	M

Reserves

12.	Bago	D
13.	Duane	M
14.	Nijel	M
15.	Coka	M
16.	Andohar	GK
17.	Rjum	F
18.	Ndwar	F
19.	Kodro	F
20.	Rimba	F

Nintendo®

NINTENDO AUSTRALIA PTY. LTD.
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia

PRINTED IN JAPAN